

This listing of Claims will replace all prior versions, and listings, of Claims in the application:

**Listing of Claims:**

Claim 1 (previously presented): A gaming device comprising:

a processor;

a primary game controlled by the processor;

a secondary game controlled by the processor;

a secondary game triggering event in the primary game which triggers the secondary game;

a secondary game re-triggering event in the secondary game which re-triggers the secondary game; and

an accumulator in the secondary game which is adapted to accumulate secondary game re-triggering symbols, wherein a secondary game re-trigger is provided to a player when the accumulator accumulates at least two secondary game re-triggering symbols in at least two activations of said secondary game.

Claim 2 (original): The gaming device of Claim 1, wherein the secondary game re-triggering event in the secondary game and the secondary game triggering event in the primary game employ the same triggering symbol.

Claim 3 (original): The gaming device of Claim 1, wherein said secondary game re-trigger is selected from the group consisting of: at least one re-trigger of the secondary game; at least one additional spin in the secondary game; and at least one additional turn in the secondary game.

Claim 4 (previously presented): The gaming device of Claim 1, which includes an accumulated symbol display that displays the secondary game re-triggering symbols that are accumulated by a player in the activations of the secondary games.

Claim 5 (previously presented): A gaming device comprising:

- a processor;
- a primary game controlled by the processor;
- a secondary game controlled by the processor;
- a secondary game triggering event in the primary game which triggers the secondary game;
- at least one secondary game re-triggering symbol in the secondary game; and
- an accumulator in the secondary game which is adapted to accumulate secondary game re-triggering symbols, wherein a secondary game re-trigger is provided to a player when the accumulator accumulates a plurality of secondary game re-triggering symbols in at least two activations of said secondary game.

Claim 6 (original): The gaming device of Claim 5, wherein the secondary game re-triggering event in the secondary game and the secondary game triggering event in the primary game employ at least one of the same triggering symbols.

Claim 7 (original): The gaming device of Claim 5, wherein the secondary game re-triggering event in the secondary game and the secondary game triggering event in the primary game employ a plurality of the same triggering symbols.

Claim 8 (original): The gaming device of Claim 5, wherein the number of accumulated secondary game re-triggering symbols necessary to re-trigger the secondary game is pre-determined.

Claim 9 (original): The gaming device of Claim 5, wherein the number of accumulated secondary game re-triggering symbols necessary to re-trigger the secondary game is randomly determined.

Claim 10 (original): The gaming device of Claim 5, wherein a probability associated with one number of secondary game re-triggering symbols to be accumulated is greater than a probability associated with another number of secondary game re-triggering symbols.

Claim 11 (original): The gaming device of Claim 5, wherein each secondary game re-triggering symbol accumulated by the accumulator is a different symbol.

Claim 12 (original): The gaming device of Claim 11, wherein the secondary game re-triggering symbols accumulated by the accumulator are arranged in a predetermined order and wherein the entire secondary game or a portion thereof is re-triggered when the player accumulates all of the secondary game re-triggering symbols in the pre-determined order.

Claim 13 (previously presented): The gaming device of Claim 5, wherein said secondary game re-trigger is selected from the group consisting of: at least one re-trigger of the secondary game; at least one additional spin in the secondary game; and at least one additional turn in the secondary game.

Claim 14 (previously presented): A gaming device comprising:

- a processor;

- a primary game controlled by the processor;

- a secondary game controlled by the processor;

- a secondary game triggering event in the primary game which triggers the secondary game; and

- a secondary game re-triggering event including an accumulator, wherein a secondary game re-trigger is provided to a player when the accumulator accumulates a plurality of secondary game re-triggering symbols in at least two activations of said secondary game.

Claim 15 (previously presented): A gaming device comprising:

a processor;

a display device controlled by the processor,

a primary game displayed by the display device and controlled by the processor,

said primary game including at least one secondary game triggering symbol;

a secondary game displayed by the display device and controlled by the processor, said secondary game triggered upon the display of said secondary game triggering symbol in one predetermined position in said primary game; and

a secondary game triggering event in the primary game which triggers the secondary game;

a secondary game re-triggering event in the secondary game which re-triggers the secondary game; and

an accumulator in the secondary game which is adapted to accumulate secondary game re-triggering symbols, wherein a secondary game re-trigger is provided to a player when the accumulator accumulates a plurality of secondary game re-triggering symbols in at least two activations of said secondary game.

Claim 16 (previously presented): A gaming device comprising:

a processor;

a display device controlled by the processor,

a primary game displayed by the display device and controlled by the processor,  
said primary game including a plurality of secondary game triggering symbols;

a secondary game displayed by the display device and controlled by the  
processor, said secondary game triggered upon the display of a predetermined  
combination of a plurality of said secondary game triggering symbols in said primary  
game;

an accumulator in the secondary game which is adapted to accumulate a  
plurality of secondary game re-triggering symbols; and

at least one re-trigger of the entire secondary game, at least one additional spin  
in the secondary game or at least one additional turn in the secondary game provided to  
a player in the secondary game upon the accumulation of said number of secondary  
game re-triggering symbols in at least two activations of said secondary game, wherein  
the plurality of predetermined combinations of said plurality of said secondary game re-  
triggering symbols and the predetermined combination of said plurality of said  
secondary game triggering symbols in said primary game are different.

Claim 17 (previously presented): A gaming device comprising:

a processor;

a display device controlled by the processor;

a base game displayed by the display device and controlled by the processor,  
said base game including a plurality of bonus game triggering symbols;

a bonus game displayed by the display device and controlled by the processor,  
said bonus game triggered upon the display of a predetermined combination of said  
bonus triggering symbols in said base game;

an accumulator controlled by the processor and associated with the bonus game,  
said accumulator is adapted to accumulate a plurality of bonus re-triggering symbols;  
and

a bonus re-trigger provided to a player in the bonus game when said accumulator  
accumulates said number of bonus re-triggering symbols in at least two activations of  
said bonus game, wherein the plurality of predetermined combinations of said plurality  
of said bonus re-triggering symbols in said bonus game and the predetermined  
combination of said plurality of said bonus triggering symbols in said base game are  
different.

Claim 18 (original): The gaming device of Claim 17, wherein said bonus re-trigger is  
selected from the group consisting of: at least one re-trigger of the bonus game; at least  
one additional spin in the bonus game; and at least one additional turn in the bonus  
game.

Claim 19 (previously presented): A gaming device comprising:

- a processor;
- a display device controlled by the processor;
- a base game displayed by the display device and controlled by the processor, said base game including a plurality of bonus game triggering symbols;
- a bonus game displayed by the display device and controlled by the processor, said bonus game triggered upon the display of a predetermined combination of said bonus triggering symbols in said base game;
- at least one bonus re-triggering symbol in the bonus game that is activated by the processor;
- an accumulator controlled by the processor and associated with the bonus game, said accumulator is adapted to accumulate a plurality of activated bonus re-triggering symbols; and
- a bonus re-trigger provided to a player in the bonus game when said accumulator accumulates said number of activated bonus re-triggering symbols in at least two activations of said bonus game, wherein the plurality of predetermined combinations of said plurality of said bonus re-triggering symbols in said bonus game and the predetermined combination of said plurality of said bonus triggering symbols in said base game are different.

Claim 20 (original): The gaming device of Claim 19, wherein the bonus re-triggering symbol occurs more frequently in the bonus game than the bonus triggering symbols.



Claim 21 (previously presented): A gaming device comprising:

- a processor;
- a plurality of reels controlled by the processor;
- a plurality of symbols on each reel, said symbols including a plurality of secondary game triggering symbols;
- a primary game including at least one activation of said reels by the processor;
- a secondary game including at least two activations of said reels by the processor, said secondary game triggered upon the display of a plurality of the secondary game triggering symbols on an active payline associated with the reels in said primary game;
- an accumulator controlled by the processor and associated with the secondary game, said accumulator is adapted to accumulate a plurality of secondary game re-triggering symbols on an active payline; and
- a secondary game re-trigger provided to the player in the secondary game when the accumulator accumulates said number of secondary game re-triggering symbols in two or more activations of said reels.

Claim 22 (original): The gaming device of Claim 21, wherein said secondary game re-trigger is selected from the group consisting of: at least one re-trigger of the secondary game and at least one re-activation of the reels in the secondary game.

Claim 23 (previously presented): A method of operating a gaming device having a primary game and a secondary game comprising the steps of:

- (a) displaying a plurality of primary game symbols and secondary game triggering symbols in a primary game;
- (b) triggering the secondary game if a predetermined number of secondary game triggering symbols are obtained in the primary game; and
- (c) providing a secondary game re-trigger in the secondary game when a number of secondary game re-triggering symbols are accumulated by an accumulator in the secondary game in at least two activations of the secondary game, wherein said number of accumulated secondary game retriggering symbols is less than the predetermined number of secondary game triggering symbols.

Claim 24 (original): The method of Claim 23, wherein the secondary game re-trigger is selected from the group consisting of: at least one re-trigger of the secondary game; at least one additional spin in the secondary game; and at least one additional turn in the secondary game.

Claim 25 (original): The method of Claim 23, which includes the step of operating the primary and secondary games through a data network.

Claim 26 (original): The method of Claim 25, wherein the data network is an internet.